EVIL DEAD

A FISTFUL OF BOOMSTICK

INSTRUCTION MANUAL

THQ

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-51806

1 Player • Memory Card (8MB) (for PlayStation®2): 360KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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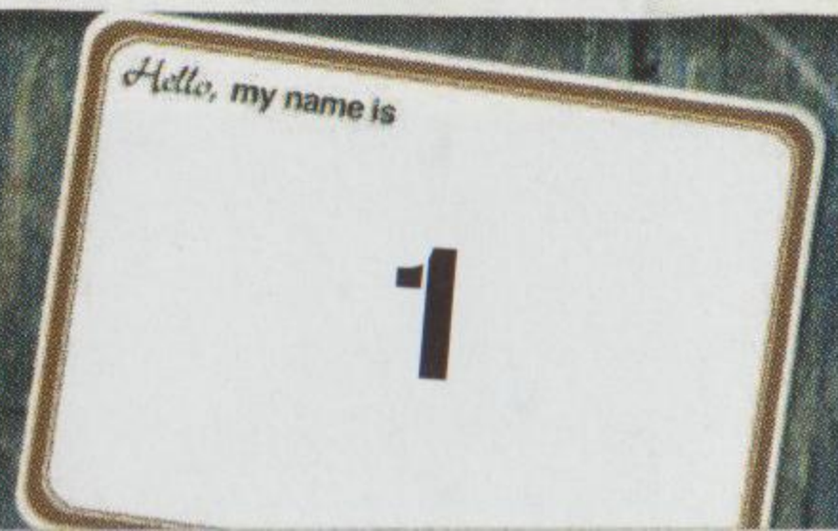
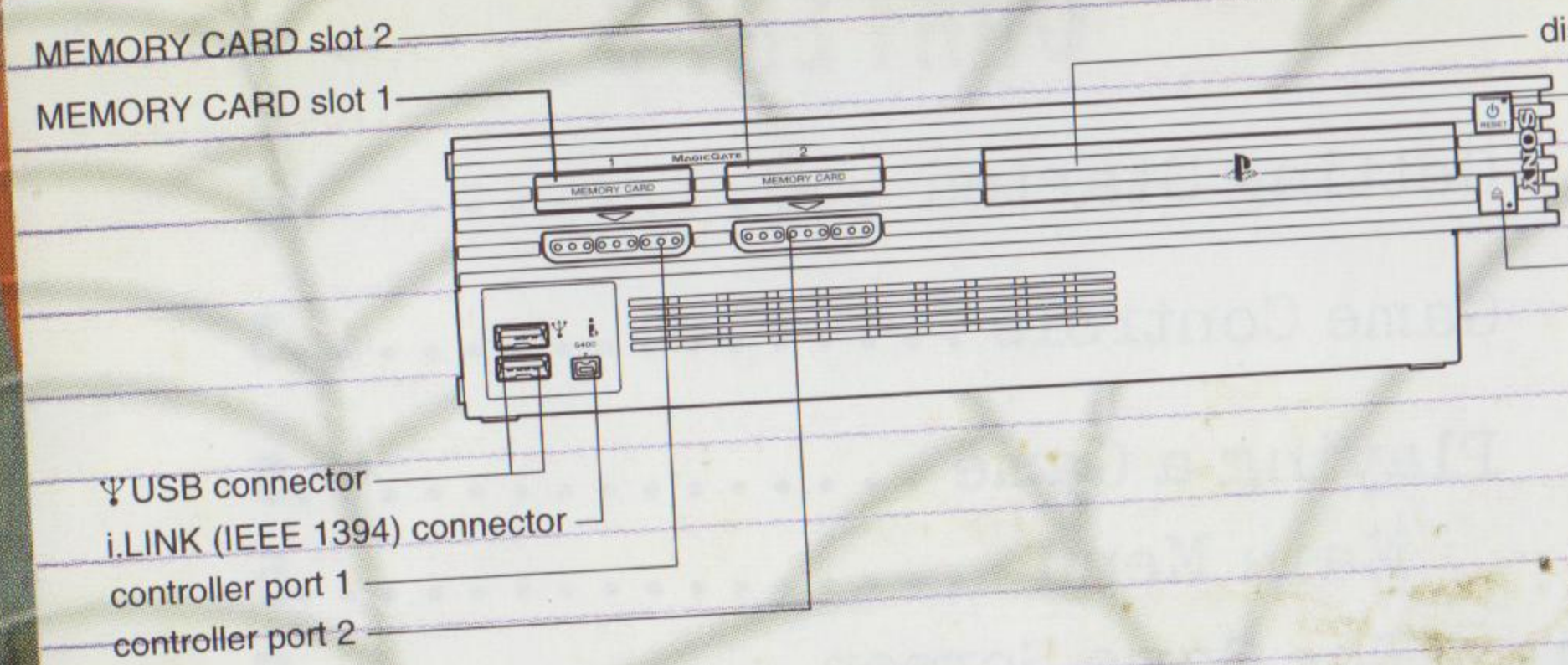


GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the **EVIL DEAD: A FISTFUL OF BOOMSTICK** disc on the disc tray with the label side facing up.

Memory Cards (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. Please make sure there is enough space on your memory card (8MB) (for PlayStation®2) before commencing play. You can load saved game data from the same memory card (8MB) (for PlayStation®2), or any memory card (8MB) (for PlayStation®2) containing previously saved **EVIL DEAD: A FISTFUL OF BOOMSTICK** games. For more information, see SAVING AND LOADING on page 17.

GAME CONTROLS

Analog Controller (DUALSHOCK®2) Configuration

BUTTON	ACTION
Directional buttons	Show/Hide HUD/Scroll through inventory
Left analog stick	Control Ash/Scroll through inventory/left-hand weapons
Right analog stick	Control camera/Rotate items in inventory screen/Scroll through right-hand weapons

⊗ button Right-Hand Weapon Attack

⊙ button Block

△ button Activates "?" for info to be given to Ash/Talk to characters/Taunts

□ button Left-Hand Weapon Attack/ Gets Ash out of holds when grabbed by Deadites

L1 button Targets nearest Deadite

L2 button Select Left-Hand Weapon

R1 button Use the Spell Book/Discard possessed Deadite body

R1 button (hold) + various combinations of ⊗, ⊙, △, □ buttons Cast Spell

R2 button Select Right-Hand Weapon/ Enlarge items highlighted in inventory

R3 button Center camera

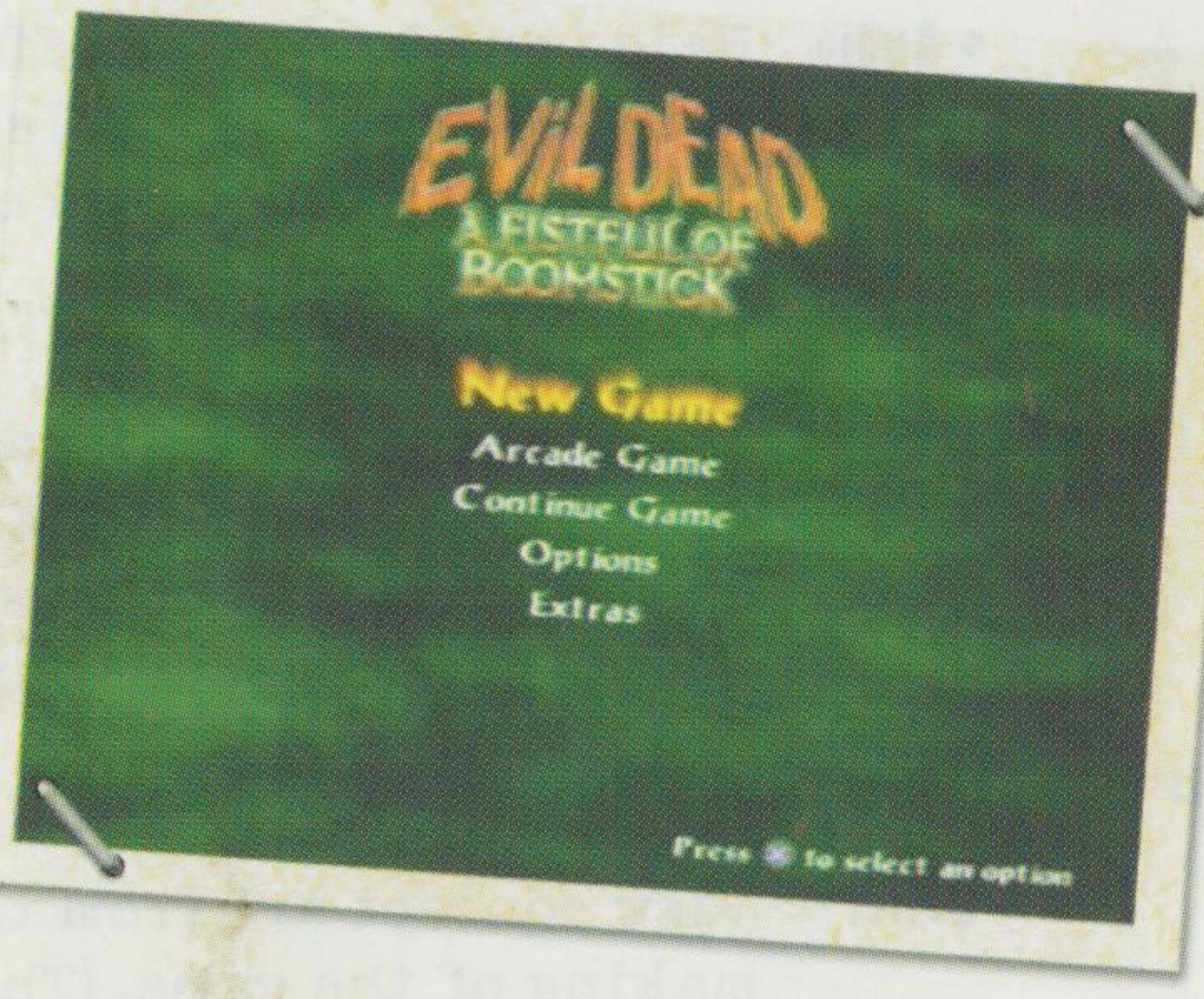
START Pause game

SELECT Access inventory

PLAYING A GAME

In EVIL DEAD: A FISTFUL OF BOOMSTICK your goal is to kick some serious Deadite tail. Choose New Game from the Main Menu to get into the action.

Main Menu



* **New Game**-Main Deadite-splattering storyline mode.

* **Arcade Game**-Completed levels become available in Arcade Mode, where you will be pitted against Deadites in scenarios that must be completed within a certain time frame. See page 18 for more info.

* **Continue Game**-Load a saved game. See page 17 for more information on Saving and Loading.

* **Options**-Customize the game with the following options:

  * **Video** Turn widescreen on to take advantage of a 16x9 aspect ratio set.

  * **Audio** Raise and lower the effects and music volume levels. Also toggle surround sound on/off.

  * **Vibration** Toggle vibration on/off.

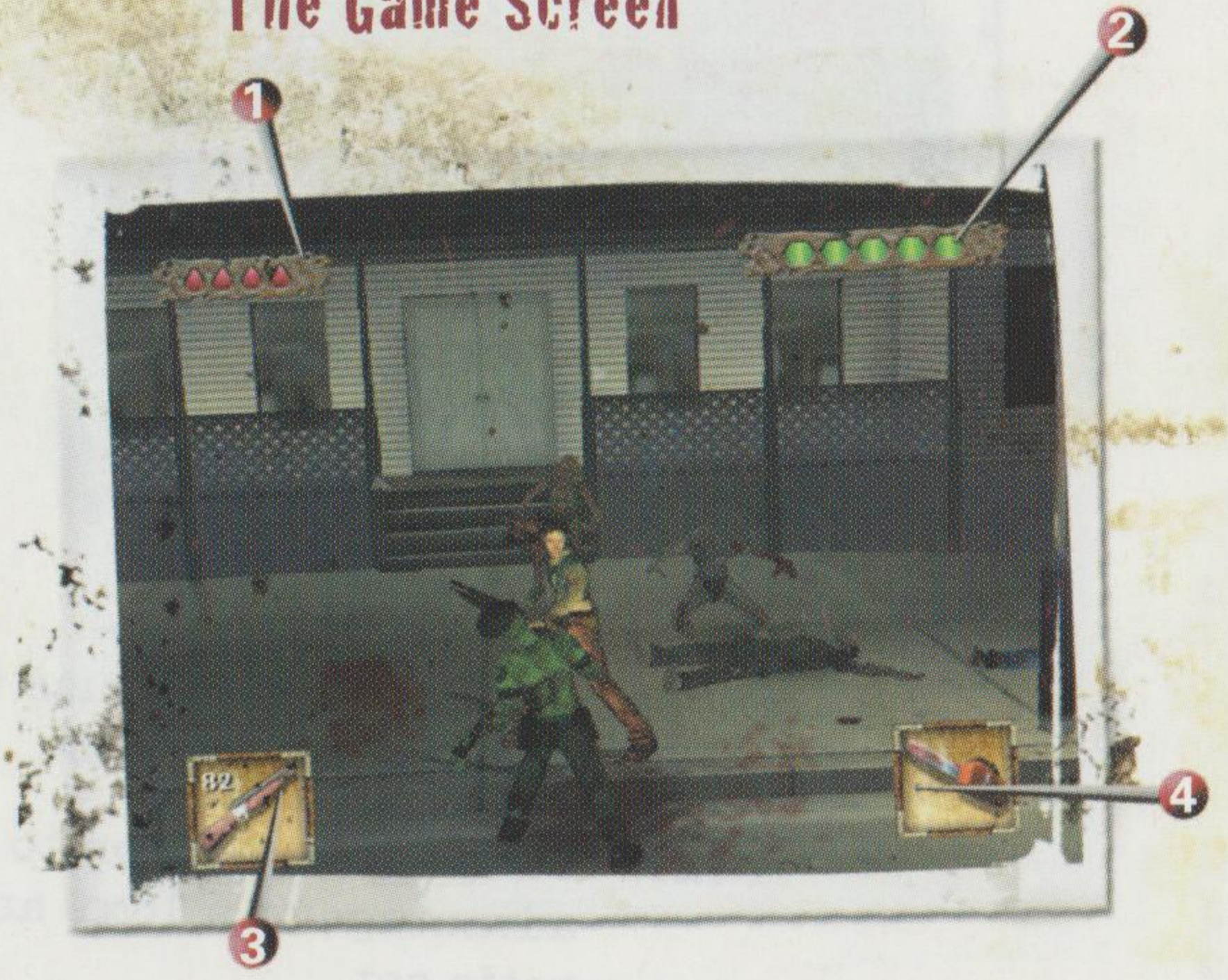
  * **Controller** There are three different control configurations to choose from. Pick the one that best suits your thumbs.

* **Extras**-Bonus content such as artwork.

  * **Gallery** View concept art from the making of the game. (The Gallery can only be opened after the game has been beaten.)

  * **Credits** View game credits.

The Game Screen



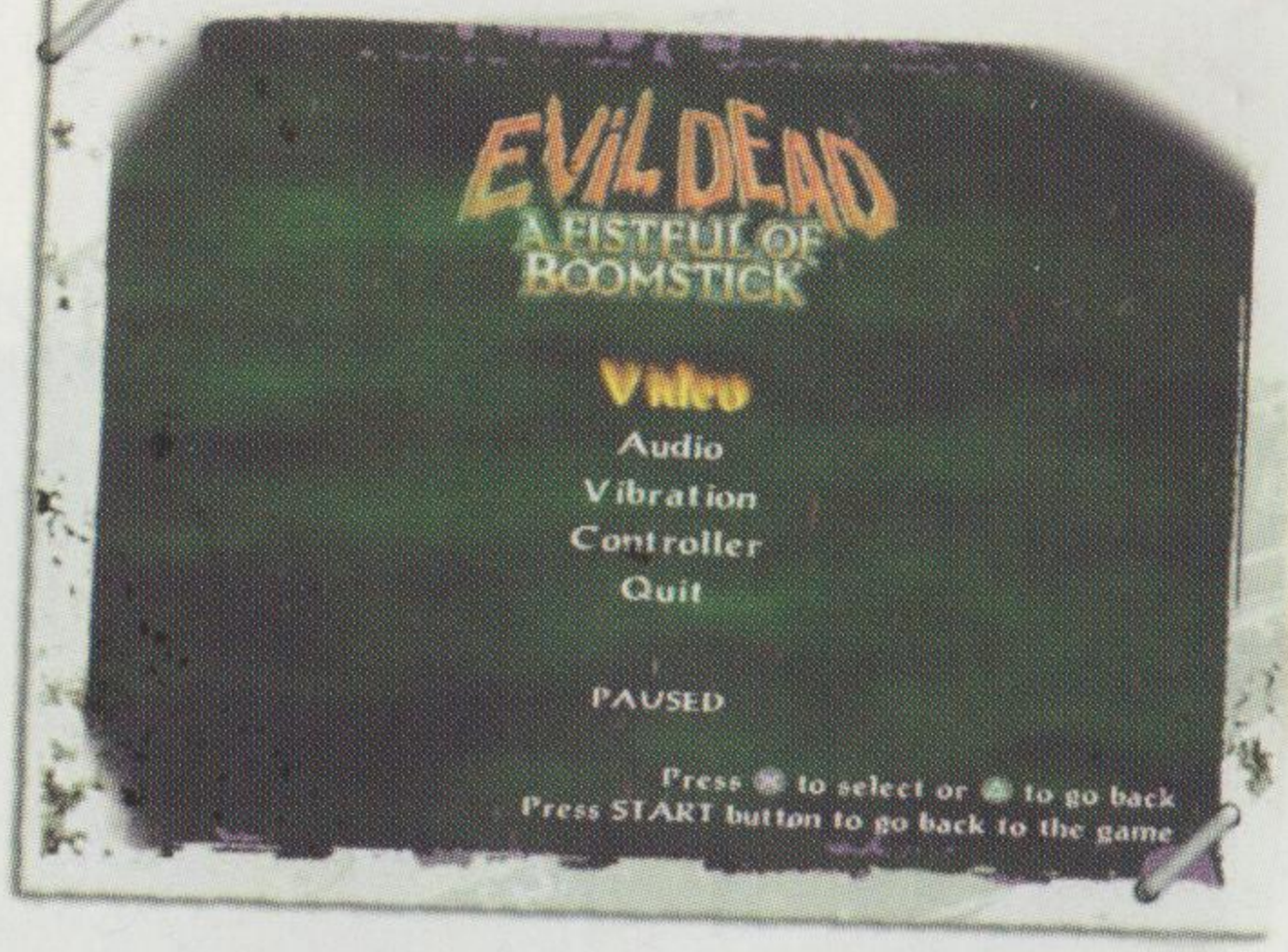
1. Health Meter Indicates how much health Ash has.

2. Magic Meter Indicates how much magic power has been collected to perform spells.

3. Left-Hand Weapon Indicator This icon indicates which weapon Ash has in his left hand and how much ammo it contains.

4. Right-Hand Weapon Indicator This icon indicates which weapon Ash has in his right hand.

Pausing the Game



Press the START button at any time to pause the game and access the following options:

*** Video** Turn widescreen on to take advantage of a 16x9 aspect ratio set.

*** Audio** Raise and lower the FX and music volume levels. Also toggle surround sound on/off.

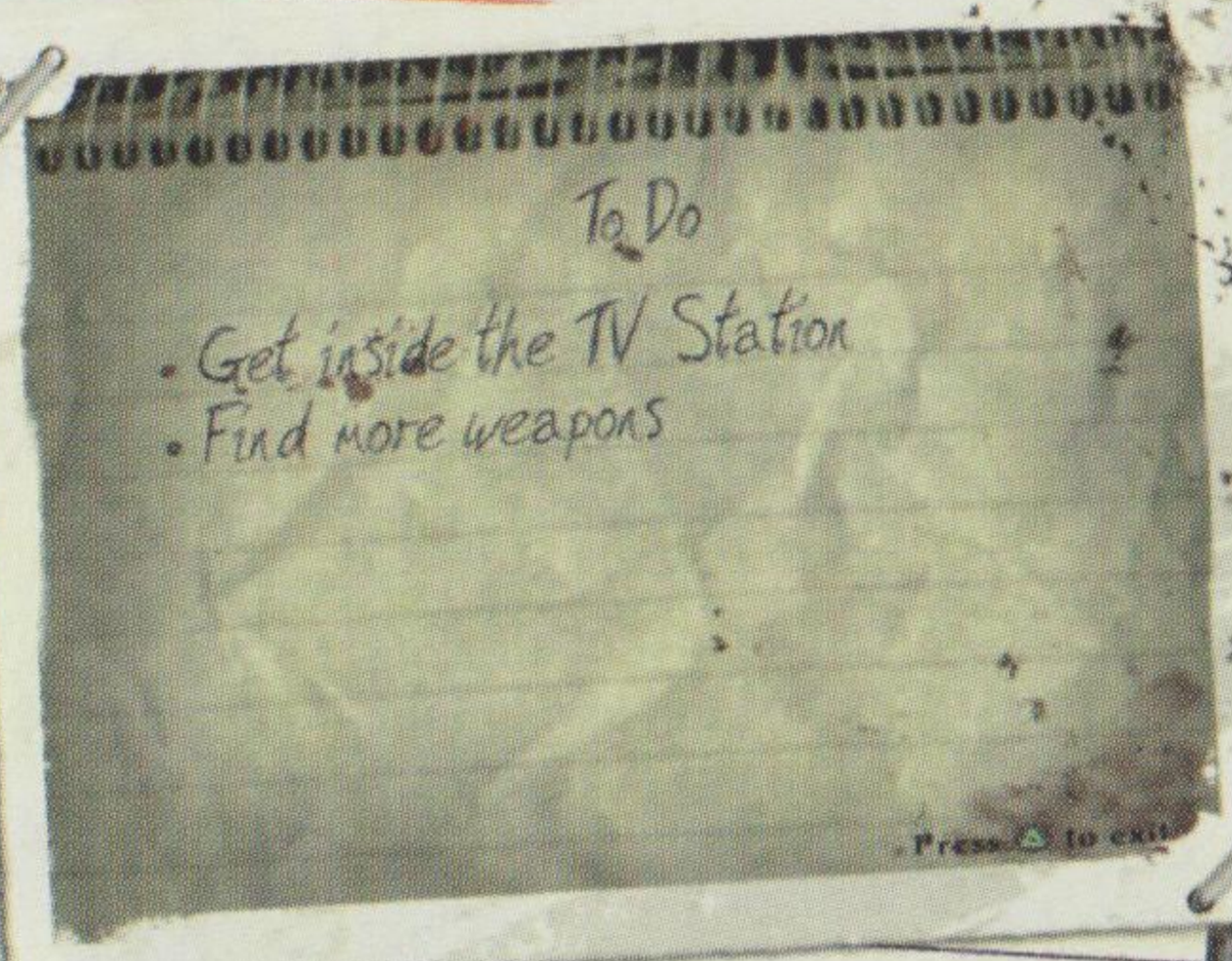
*** Vibration** Toggle vibration on/off.

*** Controller** There are three different control configurations to choose from. Pick the one that best suits your thumbs.

*** Quit** Let the Deadites overrun the town and turn tail back to the Main Menu.

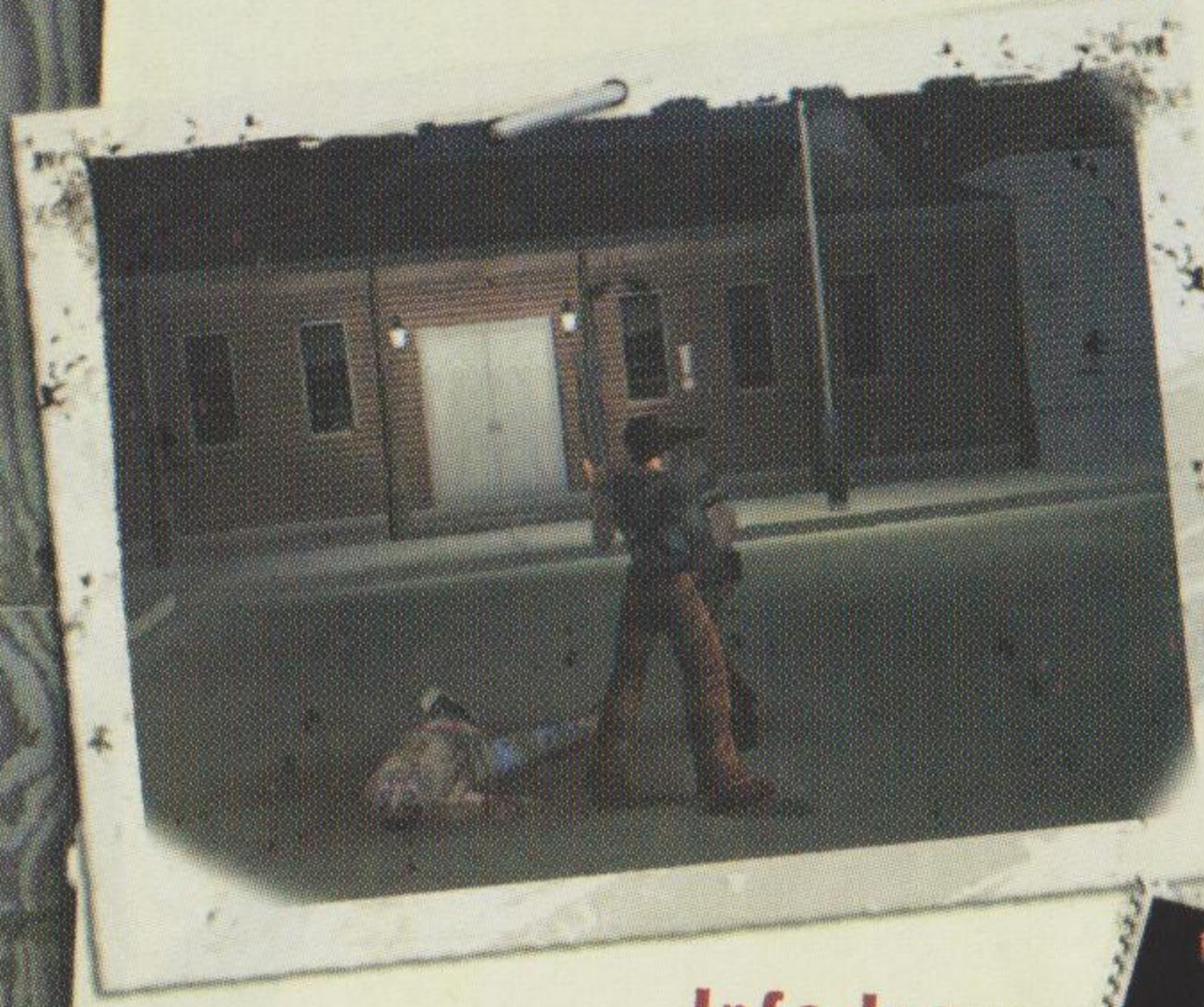
"TO-DO" LIST

Ash has a lot to do and needs to keep track of his priorities. To view this list, press the ■ SELECT button to gain access to the Inventory Screen and select the "To-Do" list icon. Keep an eye out for updates to your "To-Do" list; new tasks are added throughout each level.



ACTION/TALK/INFO ICONS

Ash will come across colour-coded icons as he progresses through the game. These appear near areas, items, and/or people of interest. Depending on the colour of the icon, Ash can take specific actions.

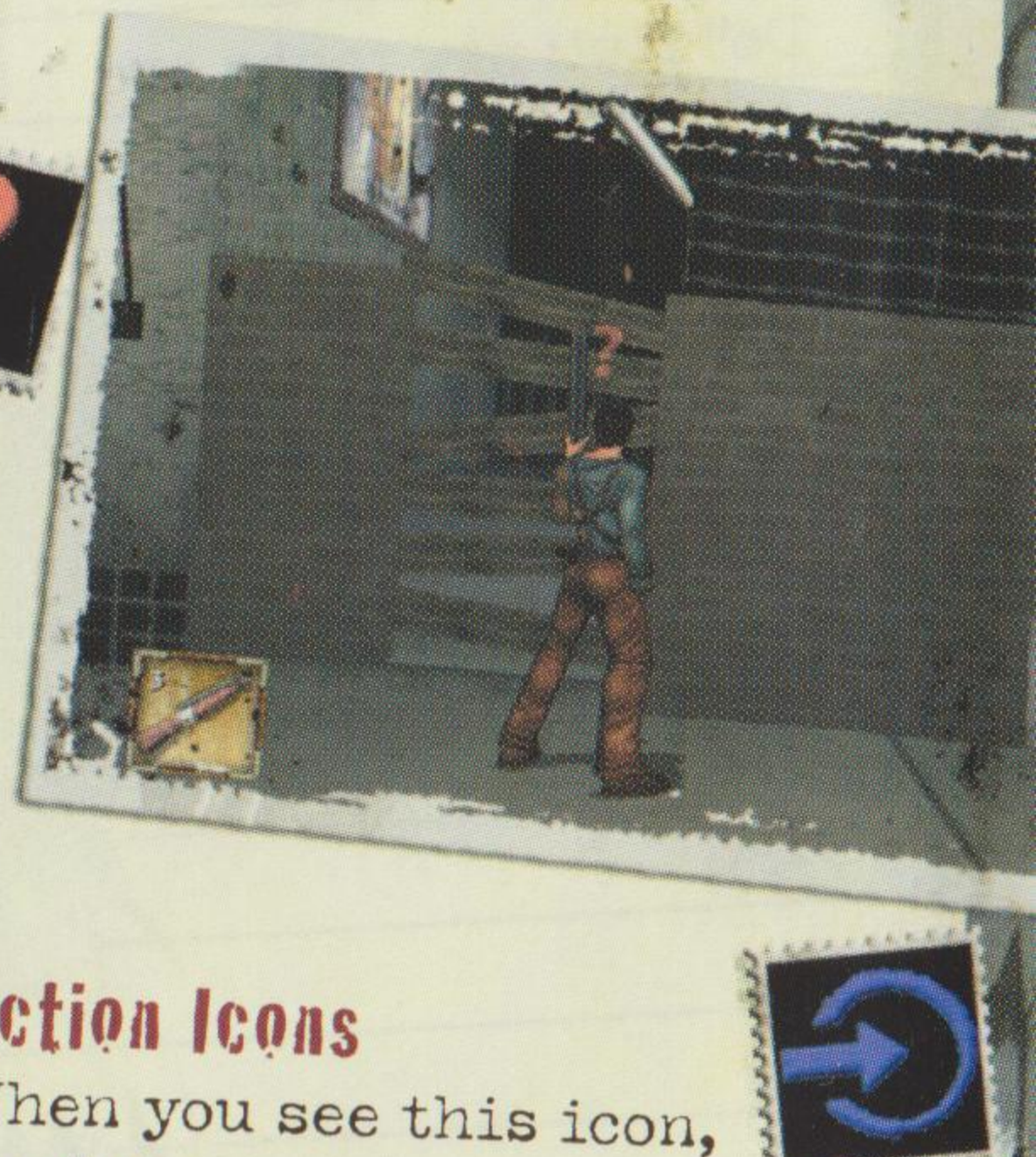


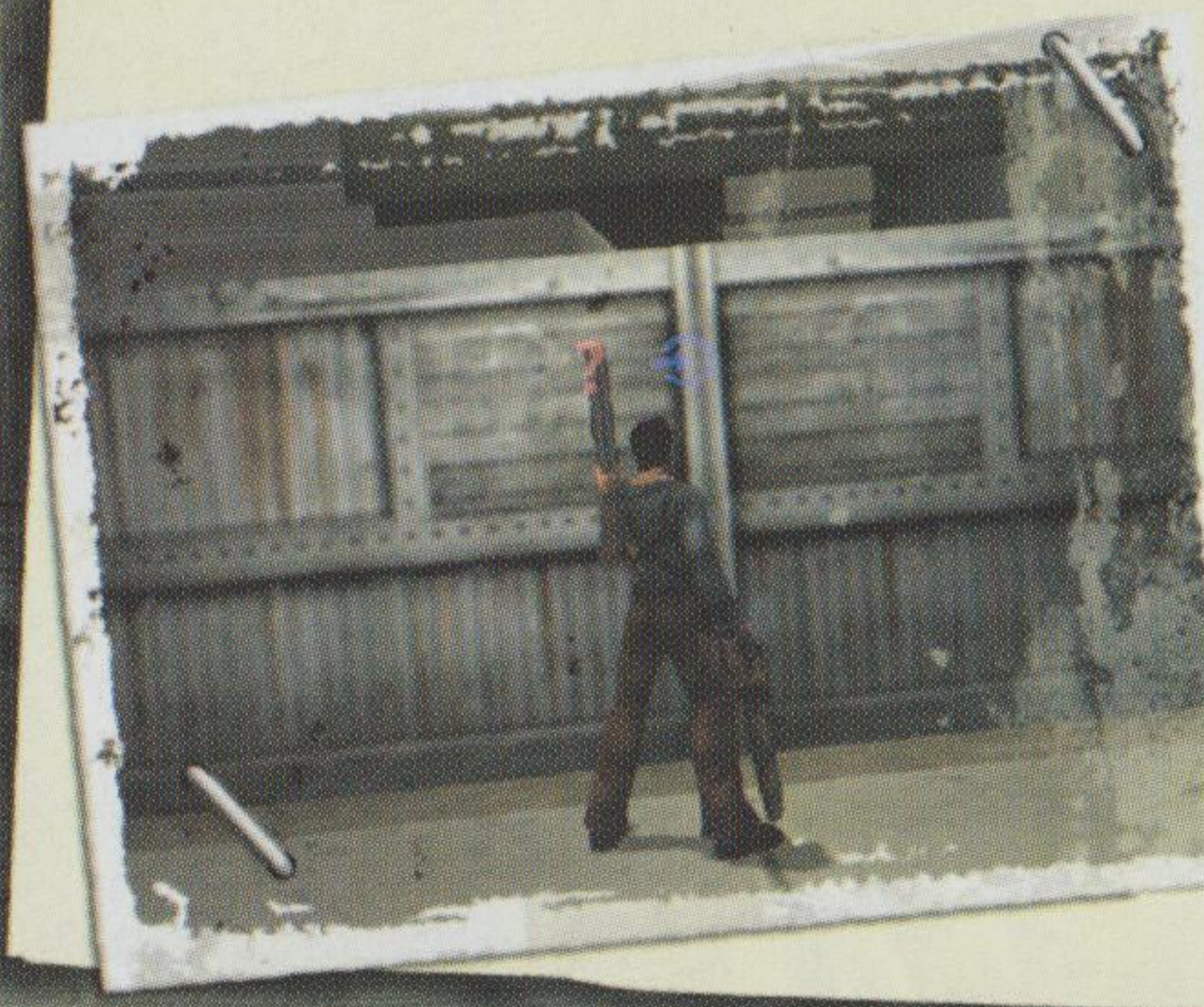
Talk Icons

When you see this icon, press the △ button to talk to characters in the game.

Info Icons

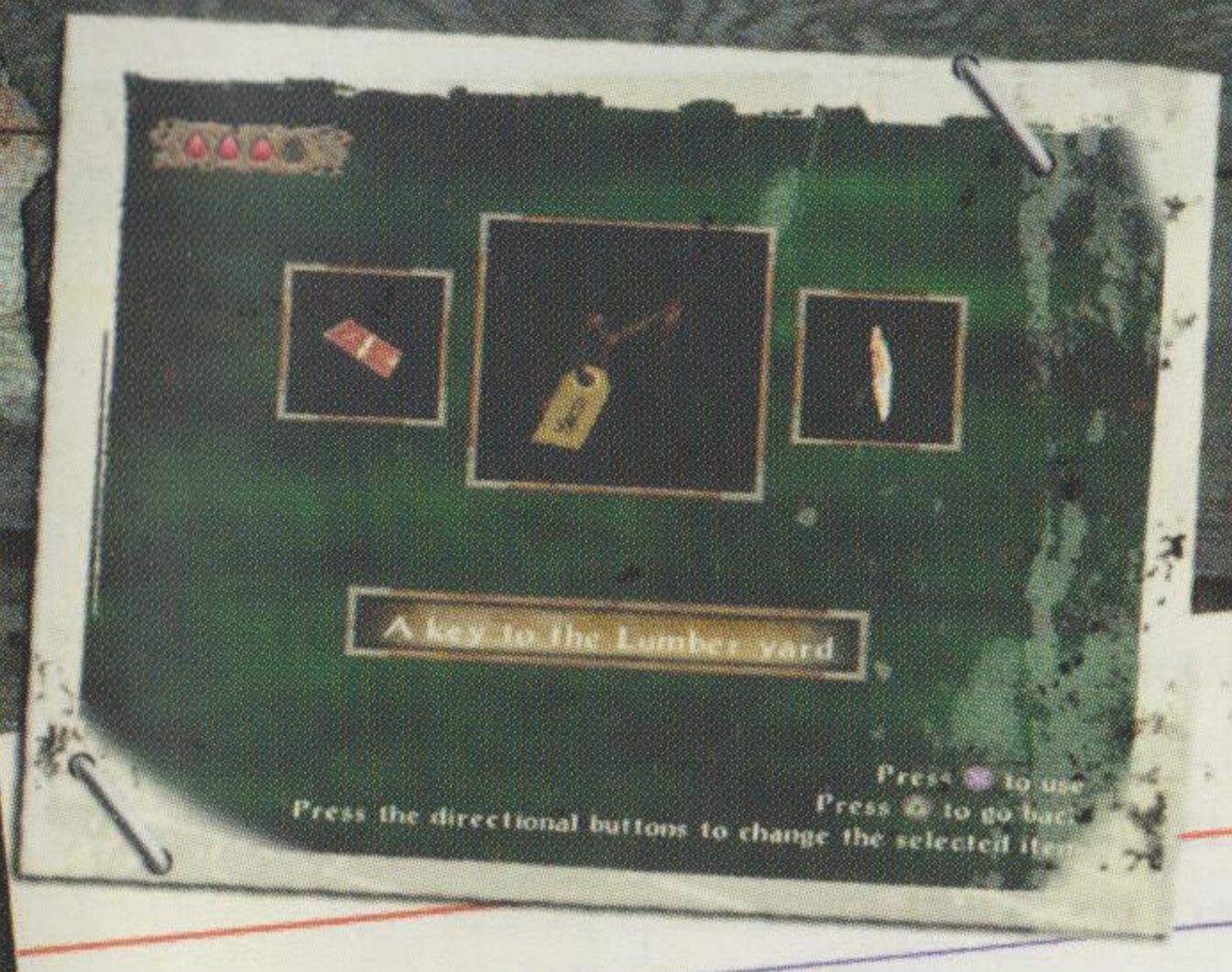
When you see this icon, press the △ button to examine an object. Ash will then explain these objects and situations to you.





Action Icons

When you see this icon, you've come to an area that might require you to use items in your inventory.



INVENTORY SCREEN

Press the SELECT button to bring up the Inventory Screen. Scroll through the items you've accumulated by pressing LEFT/RIGHT with the directional buttons or the left analog stick. To view the item better you can rotate it with the right analog stick or enlarge it by pressing the R2 button. Press the ⊗ button to use an item.

In addition to items Ash has picked up, you'll also find the Spell Book here, which contains the spells you've collected and how to perform them.

Note: For more on Spells, see page 16.

WEAPONS/ITEMS

Various weapons, items, and spells are available to Ash throughout the game. To pick up an item, simply run over the object and it will be added to your inventory. To change weapons, press the L2 (for left-hand weapons) or R2 (for right-hand weapons) buttons. Use the left and right analog sticks to scroll through available weapons. Press the L2 or R2 or △ buttons to select your chosen destruction tool. Some of the weapons and items are listed below.

Shotgun

This is your boomstick. A 12-gauge, double-barreled Remington—S-Mart's top-of-the-line. Found in the sporting goods department, this sweet baby was made in Grand Rapids, Michigan. Retailing for about $199.95, it's got walnut stock, cobalt blue steel, and a hair trigger. That's right...shop smart...shop S-Mart!

Chainsaw

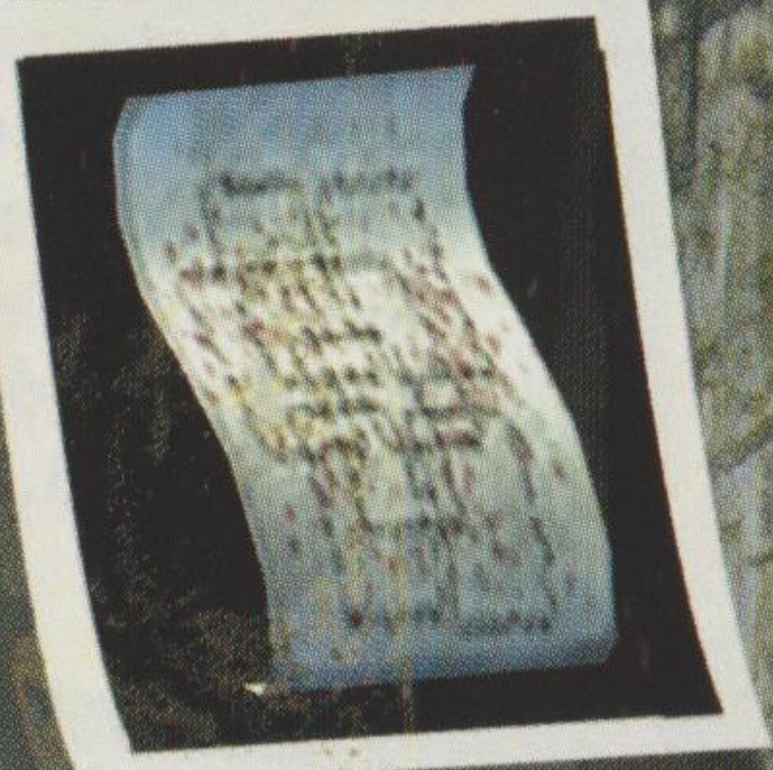
Comes with a variety of chain designs, the chainsaw fits snugly over Ash's right nub. Comes in "handy" for hacking up Deadite bodies and cutting right to the chase.

Health Pack

Fighting the undead can take a lot out of a guy. Find these health packs to replenish your Health Meter.

Spell Scrolls

Klaatu Verata Nichtu! Collect spell scrolls and the Book of the Dead will be more than just a flesh-bound book with pages written in blood. It will contain spells you can actually use against the Deadite hordes. For more on spells, see page 16.



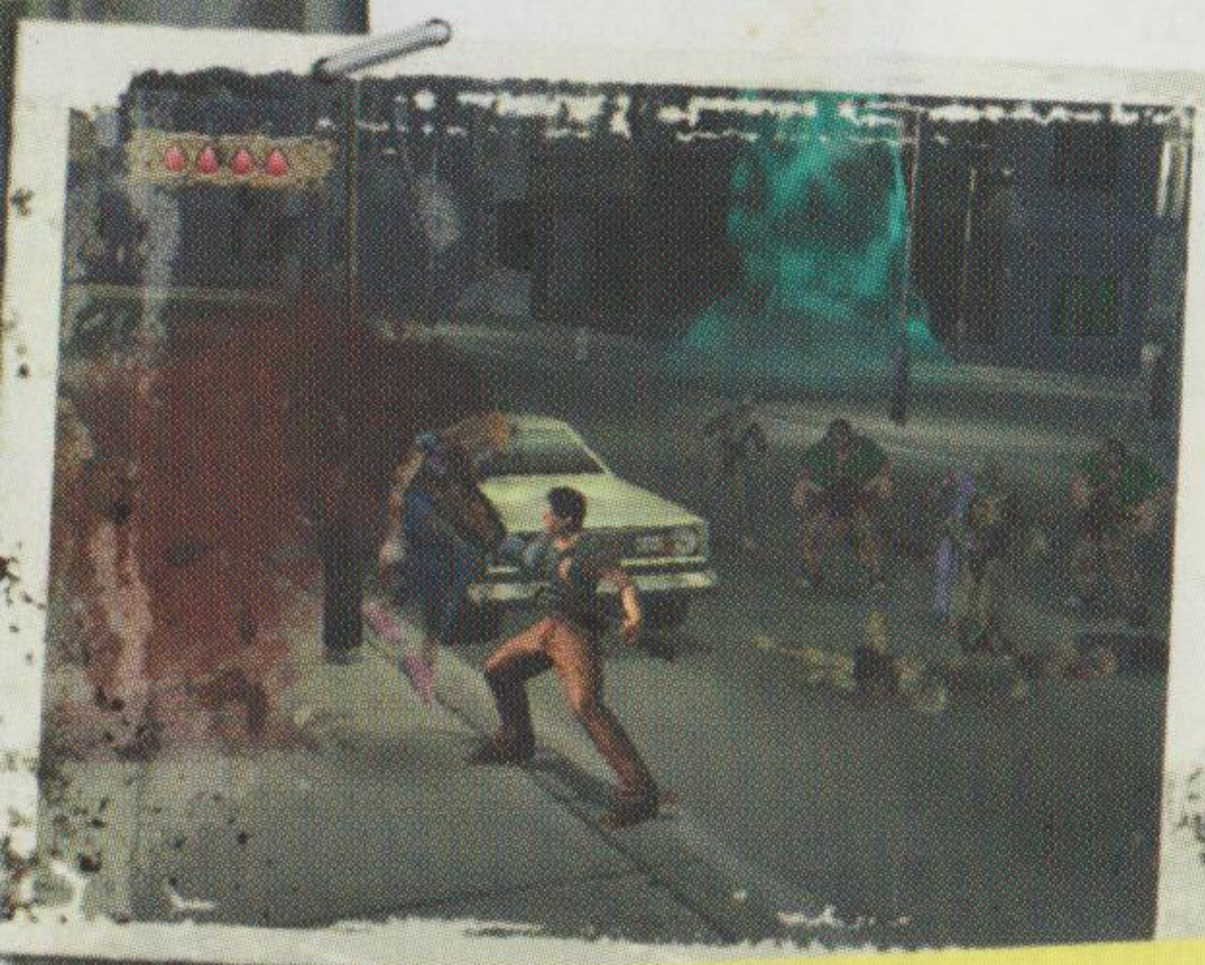
Deadite Spirit

After you've dispatched a Deadite, it releases its spirit. Collect the green glow quickly before it disappears to add to your Magic Meter.

BASIC COMBAT

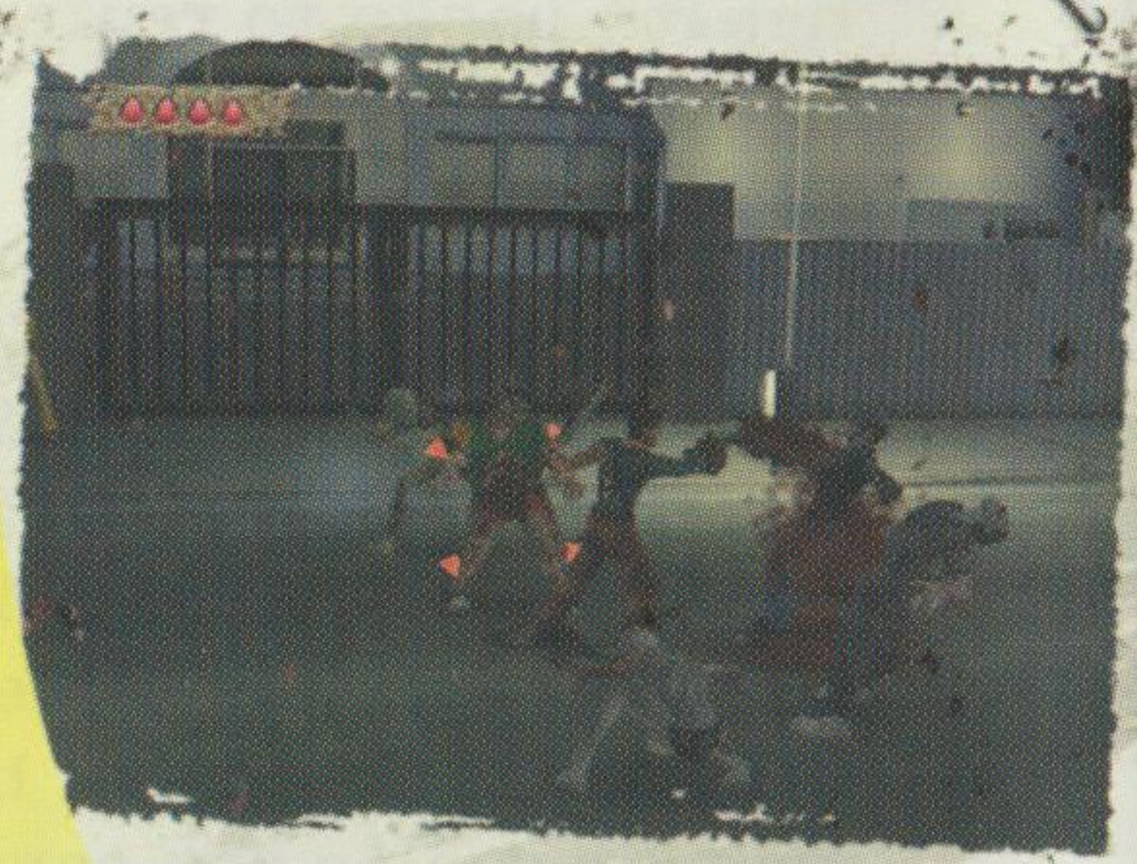
Attacking

Ash has many moves that will get him out of a jam, depending on the timing of attacks and which weapon he's holding. Press the ⊗ button to attack with Ash's right hand, the ▣ button to attack with Ash's left. Pressing the ◉ button blocks with Ash's right hand.



Targeting

Note: If Ash is locked onto an in-range target, you'll be able to attack until that target is dead, whether the Deadite is in front, beside, or even behind you.



Press and hold the L1 button to lock on to the nearest Deadite on screen with your ranged weapon. If the targeting reticule is red, the target is within range of Ash's weapon. If it's blue, it's out of the range for the moment. If you keep holding the L1 button once the Deadite you're attacking is dead, the targeting reticule will automatically switch to the next nearest target. To select targets manually, release the L1 button once the target has been destroyed and press it again to obtain a new target.

Combo Attacks

Once Ash has found the chainsaw he will be able to perform certain combo type moves with it.

Chainsaw Impale:

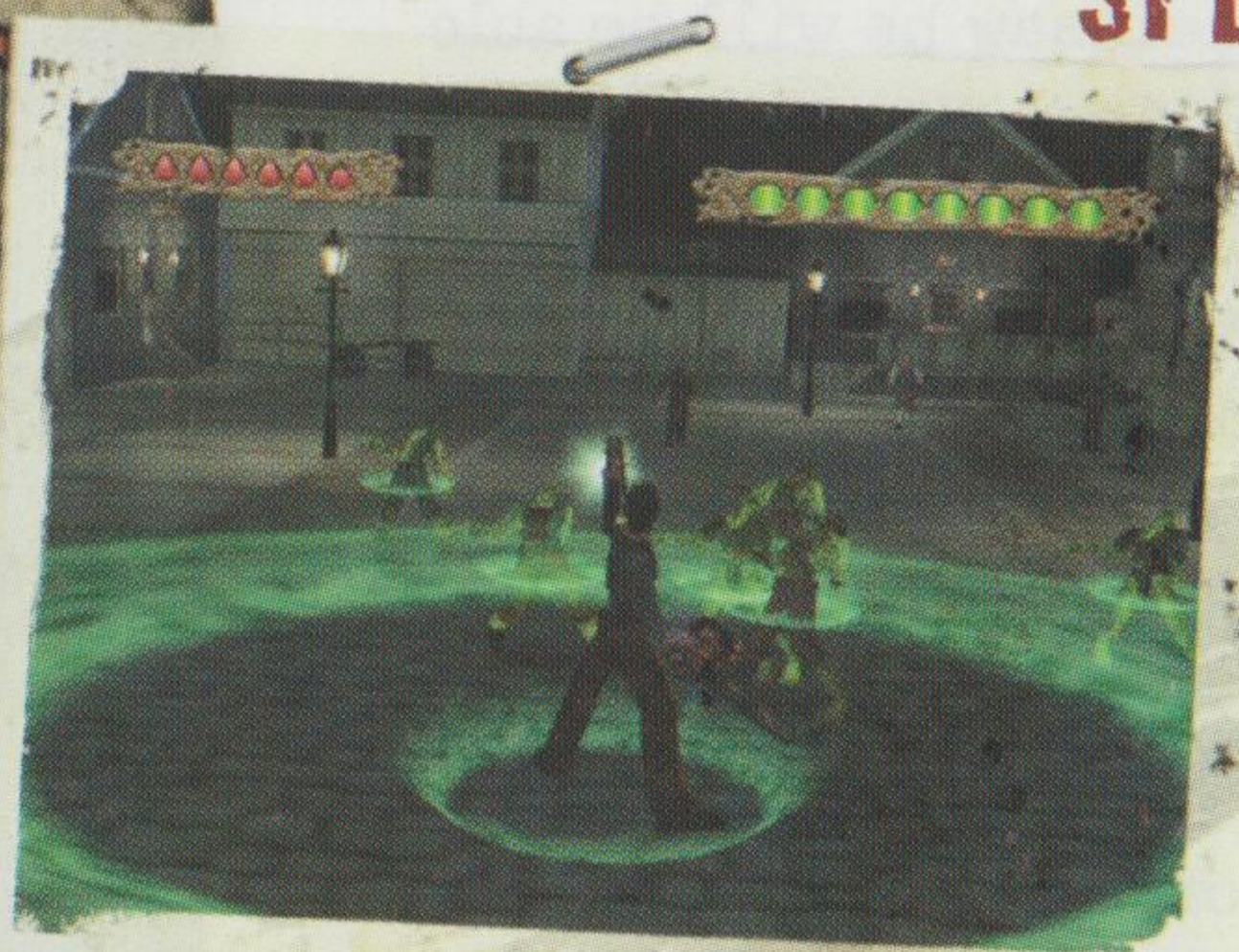
To impale a Deadite with the chainsaw and lift them off the ground, double tap the ⊗ button and release it while near a Deadite.

Ash can also use left handed weapons in conjunction with the chainsaw impale move. For instance, once a Deadite has been impaled try using the shotgun to shoot them. Different left hand weapons will have different effects when used with the chainsaw impale (it will be up to you to see what they do).

Backhand Slash:

Triple tapping the ⊗ button and then releasing it while near a Deadite will cause Ash to perform this deadly attack.

SPELLS



Several spell scrolls are scattered throughout the game. As you collect new spells, they will be added to the Spell Book. Once added, they will be available to use whenever you need to give Ash brief supernatural powers.

Note: Performing spells depletes the Magic Meter. Destroy Deadites to replenish it.

To cast a spell, press and hold the R1 button then press the buttons a particular spell calls for. For example, if you've collected the Stun spell scroll and wish to perform a Stun spell, press and hold the R1 button, then press ◉ button, ◉ button, ◉ button. If you get the timing right, your enemies will be dazed and you'll be able to escape to safety.

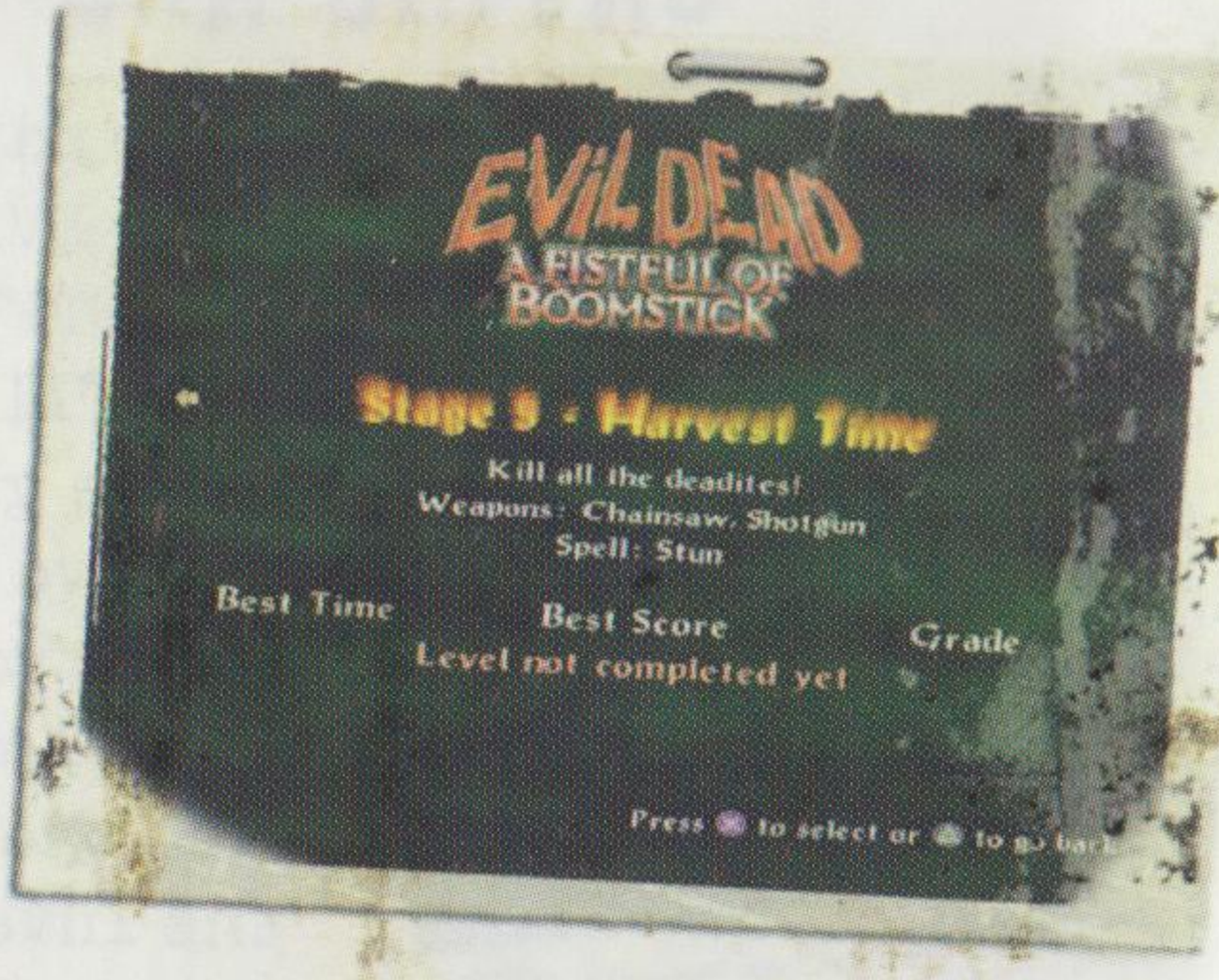
To learn what button combinations each particular spell requires, check your Spell Book within your inventory.

SAVING AND LOADING

To save your progress in EVIL DEAD: A FISTFUL OF BOOMSTICK, you'll need to locate save game tokens. Once you've picked up a save game token, you can use it to save the game. To use the token, access the Inventory Screen by pressing the SELECT button, scroll to the save game token, and then select it with the ⊗ button.

This takes you to the Save Game Screen. Select an empty slot and press the ⊗ button to save. If no empty slots are available, you'll have to overwrite a previously saved game. Do not remove the memory card (8MB) (for PlayStation®2) or turn off your PlayStation®2 computer entertainment system while the game is saving or loading.

ARCADE GAME



Arcade mode allows you to play an arcade version of any level you have completed in the main game.
A memory card (8MB) (for PlayStation®2) is required to play arcade mode. After selecting Arcade Game from the Main Menu, select your map (Downtown Dearborn, Dearborn Outskirts, etc) and then select the stage by scrolling left or right. Your objective is to kill all of the Deadites with the weapons available for that stage. (Note: Not all weapons will be available. Each stage has its own pre-set weapon list.)

After killing all of the Deadites, you will be given a grade of A, B, or C depending on your statistics. There are bonuses for such items as time, health remaining, Deadites killed, best killing rampage, different body parts that are severed, and the amount of blood spilled.

Once the level is complete you can save your statistics by entering your initials and saving your Arcade Game.

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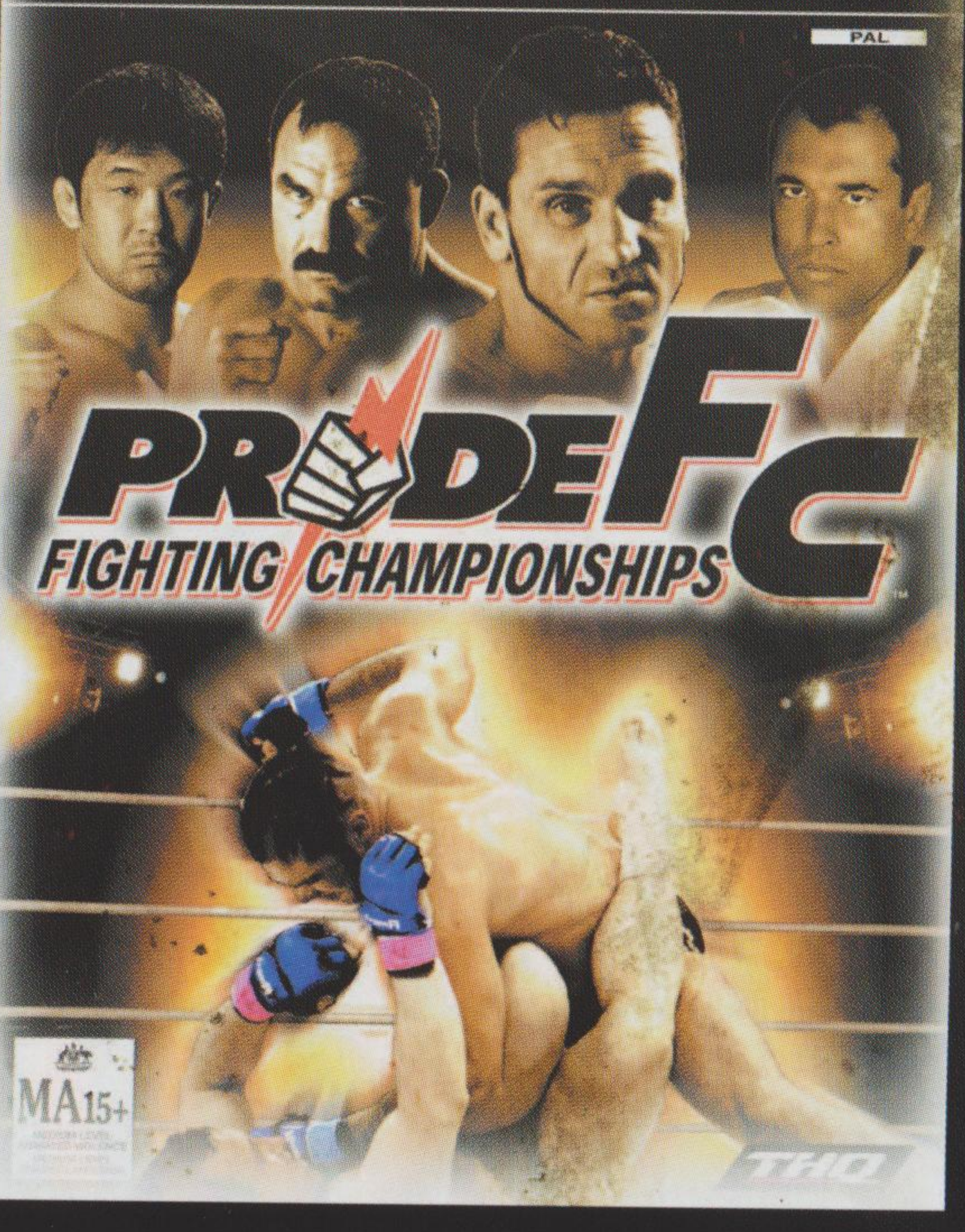

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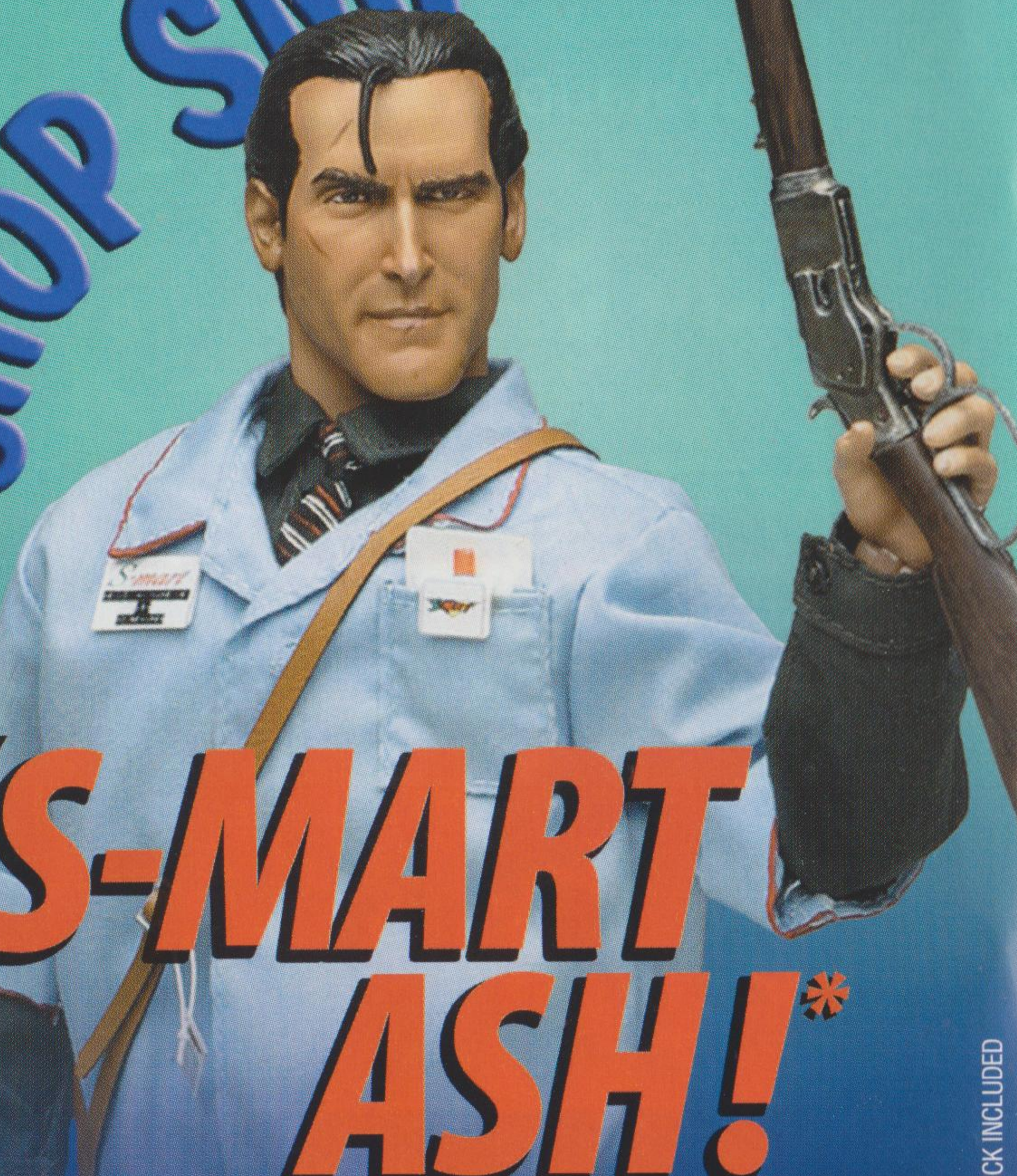

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Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/Minute. Rufen Sie diese Kundendienstnummer bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **(00 301) 677 7701**

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**

Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**

Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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